ROGUE
TROOPER™
TEEN
T
CONTENT RATED BY
ESRB
ONLINE™
BROADBAND ONLY
REBELLION
eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

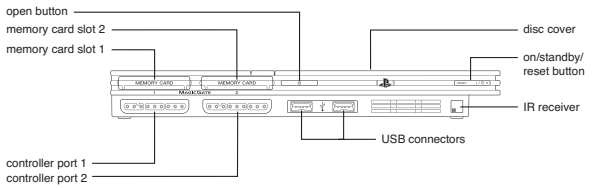
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

contents

GETTING STARTED 2
CONTROLLER 3
DEFAULT CONTROLS 4
LEGEND OF THE ROGUE TROOPER 5
BIO-CHIPS 6
PROFILE SETUP 6
MAIN MENU 7
OPTIONS 8
HUD 9
STEALTH & COMBAT STRATEGIES 12
WEAPONS 13
THE NORTS 15
SAVING 16
ONLINE PLAY 17
MULTIPLAYER MODE 18
LAN 19
CREDITS 20
TROUBLESHOOTING 24



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **ROGUE TROOPER™** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

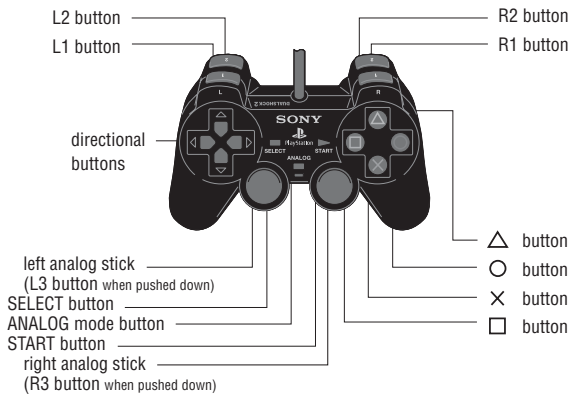
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 170KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved **ROGUE TROOPER™** games.

► *See page 16 for more information on saving game data.*

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is **On**, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function **On/Off** in Options mode.

► *Options Mode, page 8.*

► *All controls in this manual are the default controls.*

► *This game can only be played using an analog controller.*

default controls

CHARACTER MOVEMENT

Run/Walk	left analog stick
Look	right analog stick
Crouch	L3 button *(default; see page 8)*
Action	⊗ button
Dive/Climb/Vault	L1 button
Cover Mode	L2 button *(default; see page 8)*

COMBAT

Fire	R1 button
Toggle Primary/Secondary Fire	R2 button (Multiplayer only)
Sniper Scope	R3 button
Throw Grenade	□ button
Micro-mine	Drop: ○ button Project: Hold ○ button Detonate: Press ○ button again and release

INVENTORY

Map/Salvage/Upgrade screen	SELECT button
Select Underslung	↑ / ↓ directional buttons
Select Grenade	← directional button
Medi-pak	→ directional button
Bio-chip menu	△ button

MENU CONTROLS

Cycle through options	↑ / ↓ directional buttons
Change option setting	← / → directional buttons
Confirm/Next menu	⊗ button
Cancel/Previous menu	△ button
Pause/In-game options	START button

legend of the rogue trooper

Nu Earth is a hellish, nightmare planet ravaged by war. The planet's atmosphere is deadly to inhale, devoid of life, and poisoned by repeated chemical attacks.

But the planet is close to a vital wormhole in space, a fact that has dragged its two rival factions — the Norts and the Southers — into a never-ending war. Now Nu Earth is a toxic, hell-blasted rock where millions of soldiers in bio-suits wage bloody battles and die by the millions. Nu Earth is too important to lose. Not an inch of ground can be lost!

Here is where the legend of ROGUE TROOPER was born. Created by Souther forces, ROGUE TROOPER is the sole surviving example of the Genetic Infantrymen: a regiment of soldiers grown in vats and bio-engineered to be the perfect killing machines.

Complete with protective blue skin and the ability to breathe the venomous atmosphere, the Genetic Infantrymen (GI) became renowned figures on both sides of the conflict.

Moreover, the mind and soul of the GI could be downloaded onto a silicone chip in case of a mortal wound on the battlefield. Once downloaded, the bio-chip could then be slotted into special equipment and preserved until the soldier could grace a newly grown body.

Betrayed by a general in their own high command, almost the entire regiment of GIs were wiped out in the Quartz Zone Massacre. The sole survivor managed to save just three bio-chips from his former comrades and slot them into his gun, helmet and back pack.

Now he is a loner with just the disembodied personalities of his comrades for company...

...roaming the chemical wasteland in search of revenge...

...the ROGUE TROOPER!

bio-chips

Rogue Trooper is assisted by three computer bio-chips, each containing the unique personality of one of his dead friends: **Helm**, **Gunnar**, and **Bagman.** Each bio-chip personality offers Rogue tactical guidance and physical options, creating a dominating team with the ability to fight its way across Nu Earth.

HELM

- *Stored in Rogue's helmet.*
- *Offers tactical advice.*
- *Updates on-screen radar.*
- *Can be used to create distractions for the Norts.*

GUNNAR

- *Stored in Rogue's gun.*
- *Offers assistance with shooting accuracy.*
- *Underslung unit can be fitted with different ammo types.*
- *Can be deployed in the field as an Automated Sentry Gun (ASG).*

BAGMAN

- *Stored in Rogue's backpack.*
- *Manufactures any type of ammo and health paks collected from salvage points around the battlefields.*
- *Turns blueprints into upgrades for the entire range of equipment.*

profile setup

After starting **ROGUE TROOPER**, you'll proceed to the Profile screen. If this is your first time playing the game, create a new profile by selecting **Create New Profile** (using the controls on *page 4*).

Select a profile slot, then enter a profile name via the virtual keyboard (using the controls to select letters). When you're finished, select **End** to return to the Main Menu.

main menu

Use the controls to navigate around the Main Menu and its options.

SINGLE PLAYER

- **New Game** — *Begin* **ROGUE TROOPER**™. *This option is default if no previously saved game is available.*
- **Continue Game** — *Proceed from your last save point on your profile.*
- **Select Level** — *Allows you to replay any level already completed.*
- **Cheats** — *Unlocked as you progress through the game.*

MULTIPLAYER

- **Offline** — *Select* **Offline** *to play Multiplayer mode on a single console. From 1 to 2 players can play Multiplayer mode offline.*
- **LAN** — *Select* **LAN** *if players' consoles are connected to a Local Area Network. From 2 to 4 players can play Multiplayer mode via a LAN.*
- **Online** — *Play other players on the Internet. From 2 to 4 players can participate. (See page 17 for more information.)*

PLAYER SETUP

Choose the character you want to play as, and the Underslung you want to use. *(See page 18 for descriptions of character types.)*

- **Player 1 Skin** — *Use the controls to adjust the attributes of Player 1's character.*
- **Player 2 Skin** — *Adjust the attributes of Player 2's character.*

OPTIONS

Adjust a range of game settings. *(See page 8.)*

PROFILE

Edit your Profile info using the **Change Profile**, **Rename Profile** and **Delete Profile** options.

EXTRAS

Collect the required amount of salvage to unlock new content that you can view in the Extras menu, including:

- **Credits**
- **Cinematics**
- **Nu Earth Encyclopaedia** – *Select an option, then use the* L1 / R1 *buttons to switch screens to browse info about Nu Earth.*

options

You can access the Options menu from either the Main Menu or the Pause menu (press the START button in-game).

ADJUST CONTROLS

- **Configure Controls** — *Select a control configuration.*
- **Invert Up/Down** — *Select the look up/down controls.*
- **Invert Left/Right** — *Select the look left/right controls.*
- **Vibration** — *Turn the controller's vibration function on/off.*
- **Horizontal Sensitivity** — *Adjust the left/right look sensitivity.*
- **Vertical Sensitivity** — *Adjust the up/down look sensitivity.*
- **Crouch Mode** — *Set the Crouch control either to holding down the L3 button to remain crouched, or to pressing the button to toggle crouch/stand up.*
- **Cover Mode** — *Set the Cover control either to holding down the L2 button to remain in cover, or to pressing the button to toggle cover/no cover.*
- **Lookspring** — *Toggle on/off.*

SOUND

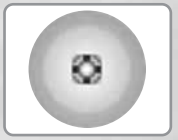
- **SFX Volume** — *Adjust the volume of the game's sound effects.*
- **Music Volume** — *Select the game's music volume.*
- **Sound Output** — *Choose your speaker setup:* **Stereo, Mono** *or* **Surround.**
- **Subtitles** — *Turn in-game subtitles on/off.*
- **Chip Speech Level** — *Choose the frequency of bio-chip talk:* **Essential** *or* **All.**

SCREEN SETUP

- **Screen X Offset** — *Adjust the horizontal position of the screen.*
- **Screen Y Offset** — *Adjust the vertical position of the screen.*
- **HUD Opacity** — *Adjust the brightness of the HUD info displayed on the game screen.*
- **16:9 Display** — *Turn off to set the game for 4:3 display.*
- **Enable Hints** — *Turn in-game hints on/off.*
- **Enable Gore** — *Turn gore on/off.*

HUD

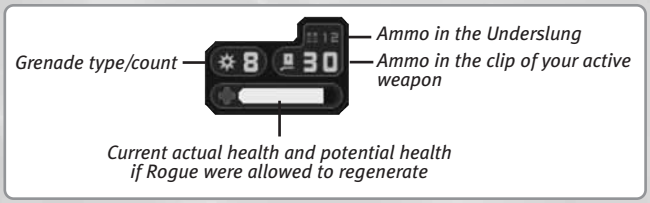
RETICLE



Use the reticle to aim a weapon.

- *The reticle turns red when over a hostile; green when over a friendly.*
- *The shape of the reticle changes according to the weapon selected.*
- *The reticle visually indicates a headshot and an air tank shot.*

PRIMARY WEAPONS DISPLAY


Grenade type/count
8
30
Ammo in the Underslung
Ammo in the clip of your active weapon
Current actual health and potential health if Rogue were allowed to regenerate

SECONDARY WEAPONS MENU

Press ⬆ / ⬇ directional buttons to display the Secondary Weapons Select tab above the Primary Weapons Display. Continue using the directional buttons to cycle through the available secondary weapons.

- *Help text to the left ID's the selected weapon.*
- *Press the ✕ button when a weapon is selected to activate it instantly.*
- *A newly selected item becomes the focused weapon.*
- *You can also select the Pistol from this menu.*
- *Press the △ button to cancel the menu.*

GRENADE MENU

Functions similar to the Secondary Weapons Menu. Press the ⬅/➡ directional buttons to display the Grenade tab next to the Primary Weapons Display.

- *Help text centered above the tab ID's the selected grenade.*
- *Press the ⊗ button when a grenade is selected to activate it instantly.*
- *Press the △ button to cancel the menu.*

RADAR/COMPASS

The radar shows all units in the radar radius. More accurate information becomes available as you progress through the Single Player Campaign. Enemies above Rogue Trooper appear as triangles. The radar also indicates when an enemy is alert and what direction the enemy is looking in.

BIO-CHIPS

Bio-chips offer invaluable advice. When one of the bio-chips talks to Rogue, that personality's portrait appears in the bottom right of the HUD.

INFORMATION

- *Important info appears in the center of the screen. After absorbing the info, press the ⊗ button to continue play.*
- *Hints appear at the top left of the screen.*
- *When an objective is completed or a checkpoint reached, a notification appears above the radar.*

DIGIPAD MENU

Press the SELECT button to activate the Digipad menu. Use the L1/R1 buttons to cycle through the Digimap, Salvage/Manufacture and Upgrade screens.

DIGIMAP

Displays Rogue's objectives next to a map of the level.

SALVAGE/MANUFACTURE

Collect salvage from defeated Norts. Bagman can transform it into ammo and items on the Manufacture screen.

- *Use the ⬆/⬇ directional buttons to highlight an item and press the ⊗ button to manufacture it.*
- *Press the ○ button to manufacture the maximum amount allowed of the item.*
- *If an item is classified, it is not yet available for manufacture.*

UPGRADE

Throughout the game, opportunities will arise to upgrade items in the inventory. Check the Summary screen for information on new upgrade availability. You must collect the right amount of salvage to upgrade an item.

- *Use the ⬆/⬇ directional buttons to highlight an item and press the ⊗ button to upgrade it.*

BIO-CHIPS PETAL MENU

Press the △ button to activate the Bio-chips petal menu. The game pauses while you're using the menu.

- *Each item on the menu is both labeled and shown as an icon.*
- *Using the directional buttons to select items activates them immediately. You can also press the ⊗ button to activate the item immediately.*
- *When you use the left analog stick to select items, you must keep the item highlighted briefly to activate it.*
- *Press the △ button to cancel the menu.*

CROUCH/STEALTH MODE

Press the L3 button to enter Crouch/Stealth mode.

► *In this mode, Rogue makes less noise and his chance of being detected is lessened.*

COVER

Press and hold the L2 button to take cover behind an object. (Most objects on Nu Earth can be used for cover.)

► *While taking cover, use the left analog stick to move Rogue along the edge of the object.*
► *To leave cover, press the L2 button again.*

PEEK & FIRE

When taking cover, Rogue can peek-and-fire around or over edges.

► *Press the R1 button to jump out, fire and return to cover.*

BLIND FIRE

From a cover position, Rogue can fire blindly by pressing the ⊗ button, forcing the enemy into a defensive position.

SILENT KILL

If an enemy is unaware of Rogue's presence, you can approach your potential victim from behind for a silent kill.

► *Use Crouch to sneak up behind an enemy*
► *Press the ⊗ button to execute the kill.*

SILENCED WEAPONS

Using Gunnar's silencer, Rogue can shoot and take out the enemy quietly and efficiently without alerting other Norts to the gunfire.

GUNNAR DEPLOYMENT

Rogue can place Gunnar on the ground to apply suppressing fire to the enemy.

► *Select* **Sentry Gun** *from the Bio-chips menu, choose the location, and press the ⊗ button to place Gunnar.*
► *To activate Gunnar, either press the R2 button or select* **Activate Gunnar** *from the Bio-chips menu.*
► *To collect Gunnar, return to his location and press the ⊗ button.*

GI RIFLE

Specialized troops require specialized equipment, and Genetic Infantrymen are equipped with the most versatile weapon on Nu Earth — the GI rifle.

SCOPE

Turning the GI rifle into a precision sniper rifle is as simple as putting the scope to your eye. Automatic sensors detect and load the high-caliber armor-piercing rounds. To ensure the shot is held steady, a gyro-stabilizer is available.

UNIVERSAL ADAPTOR ATTACHMENTS

Under the main barrel of the GI rifle lies the Universal Adaptor, the key to its supremacy in battle. The UA allows a multitude of secondary weapons to be attached and activated at the press of a button.

SHOTGUN

Designed for close encounters with multiple enemies, the shotgun attachment sprays high-velocity pellets out in a cone-shaped array.

FRAGMENT MORTAR

A medium-range cluster weapon. The mortar fires out in a spreading array towards its target, bursting into fragments at the top of its flight arc. Each fragment then rains down and detonates on impact, creating a widespread blanket of damage.

SAMMY LAUNCHER

A medium-to-long range missile weapon, the Sammy works by first acquiring a lock on the target's heat signature, then using that to home in. Once locked-on, a Sammy cannot be shaken.

BEAM RIFLE

A close-range electrical weapon, daisy-chaining to any nearby target.

EMPLACEMENT & HEAVY DUTY WEAPONS

MACHINE GUN

Good rate of fire but prone to overheating.

FLAK CANNON

Designed for taking down aerial threats, the flak cannon fires a fast-moving projectile that detonates either on impact or at a preset altitude, creating a cloud of debris that damages anything flying nearby.

HELL CANNON

Large fireball plasma bolt used for distant attacks against large battalions.

LAZOOKA

A large-targeted mortar, the lazooka round slowly climbs to its desired altitude, then quickly homes in on its target, causing massive damage.

GRENADES & EXPLOSIVES

GRENADES

Press the ■ button to quickly throw a grenade. For a more accurate throw, press and hold the ■ button and use the left analog stick to move the aiming arc. Press the ■ button again to throw the grenade, or press the ▲ button to cancel.

- **FRAG** — *Standard issue explosive fragmentation grenade.*
- **STICKY** — *Magnetic grenade attaches to any moving object before exploding.*
- **SCRAMBLER** — *Disrupts electrical equipment such as sensors and radios.*
- **INCENDIARY** — *Plasma fire grenade.*

MICRO-MINES

Micro-mines can be detonated when the micro-mine icon is displayed.

- *Press the ● button to drop a micro-mine. You can also project a mine forward by holding down the ● button.*
- *The mine has a proximity trigger that detonates when an enemy gets close. Alternately, press and hold the ● button to detonate the mine.*
- *Use L1 button to fire mines into the distance.*

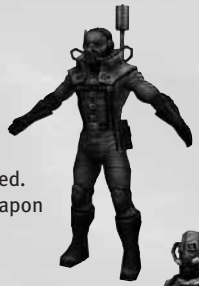
ITEMS

MEDI-PAK

Press the ➡ directional button to use a medi-pak to regenerate Rogue's health. A health boost from Bagman restores 50% of Rogue's health: 20% immediately with an additional 30% (up to full) over time.

From the vicious rogue nations of Nordland comes the Nort Army, made up of small, highly skilled teams, each with a sergeant and a small number of deadly infantry.

NORT TROOPS



SERGEANT

Co-ordinating each team, the Sergeant hangs back in a battle, initiating full engagement only if his team is compromised. With better armor and a more powerful weapon than the Infantryman, the Sergeant poses a significant threat.

INFANTRYMAN

He is the grunt of the Nordland Army, outfitted with a basic breathing apparatus commonly known to explode when pierced. Because the Infantryman is saddled with a visor that barely allows visibility and a weapon that often jams when fired, it's possible to believe that the Nordland Generals almost want their infantry to die.

NORT VEHICLES

HOPPA

Since Nu Earth is a large planet, it takes advanced technology to efficiently move troops around it. Flying vehicles known as Hoppas are used to get extra troops quickly to the front line. Artillery-based flying vehicles are also rumored to exist.

DRILL PROBE

Treating its troops kindly is not something the Nordland Army does well. The best example of this is the Drill Probe. Essentially a small metallic chamber with a large drill on the front, these "vehicles" are used to deploy troops behind enemy lines. The drill erupts from the ground, then protects emerging troops with machine gun blisters. Once the troops are deployed, the driver drills the probe back underground to collect another team.

saving

ROGUE TROOPER uses a profile system that allows multiple gamers to play the game at their own pace on a single memory card. Insert a memory card with at least 170 KB of free space into MEMORY CARD slot 1 if you want to save your progress.

- *After completing a mission you'll have the opportunity to save your game progress. If you choose to do so, the data is written to the currently active profile on the memory card.*
- *Progress within each mission is monitored by an automatic checkpoint system. If you decide to exit the current game, you can choose to save your game data up to your last checkpoint. When you return to the Single Player Mode, you can select* **Continue Game** *to resume at the last checkpoint you reached in that level.*

online play

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: **www.us.playstation.com/support/useragreements**

NETWORK CONFIGURATION

In order to play **ROGUE TROOPER™** online, you need to have a valid network configuration saved on a memory card. You can use the network adaptor start-up disc included with your network adaptor (Ethernet/modem)(for PlayStation®2) to set up your network connection. Refer to the instructions that came with your network adaptor start-up disc.

ONLINE SYSTEM REQUIREMENTS

Up to 4 players can battle online or over a Local Area Network (LAN). In order to play **ROGUE TROOPER™** online, you need:

- *Memory card (8MB)(for PlayStation®2).*
- *Network adaptor (for PlayStation®2).*
- *Broadband Internet connection or Local Area Network (LAN).*
- *Network Configuration set up using the network adaptor start-up disc.*

USING THE USB HEADSET

The USB Headset (for PlayStation®2) allows you to talk to other players during play. This is an optional feature and is not required to enjoy the game. Connect the USB Headset into either USB connector, located on the front of the console *(page 2)*, before turning the power on.

CREATING AN ACCOUNT

Enter the data under your profile and save it. After you do this, you only need to select the profile to log-in automatically.

multiplayer mode

Multiplayer mode lets you experience the Quartz Zone Massacre from a different perspective: that of the GIs who didn't make it. The basic game is the same whether it's played on online or over a Local Area Network. Five arenas are available, which fall into either the Stronghold or the Progressive category.

GETTING INTO A GAME

From the Main Menu, select **Multiplayer** and then **Online**. Press the ⊗ button to connect; press again after the DNAS Authentication and License screen. At the list of Lobbies, select one to enter. In the Lobby, use the L1 and R1 buttons to cycle through the menus. Press the ⊗ button to join a server or press the ○ button to host a game.

The Lobby menu offers these options:

- **Servers** — *Highlight a game and press the ⊗ button to join.*
- **Players** — *Scroll through the names of players currently on-line.*
- **Chat** — *Talk to other players.*
- **Options** — *The console acting as server can set several options:*
  - **Map** *that will be played on first (of 5 available).*
  - **Time Limit** *per round for completing the map objective.*
  - **Total Lives** *available in the respawn pool.*
  - **Friendly Fire** *damages/does not damage other players.*
  - **Max Players** *in the session.*

CHARACTER SELECTION

Each of Rogue's companions has unique abilities and weapon levels. Having a range of character-type selections gives you the luxury of tailoring the gameplay to your own personal style.

CHARACTER ATTRIBUTES

- **ALL** — *Outfitted with radar, scope, choice of 1 Underslung, and level 4 inventory, three quarters full (6/8 clips of standard ammo).*
- **ROGUE** — *Starts with full inventory.*
- **HELM** — *Holodecoy.*
- **GUNNAR** — *Has unlimited standard ammo.*
- **BAGMAN** — *Has infinite medi-paks.*

RESPAWNING

A continual timer counts down the time to the next wave; when "killed," players automatically join the "benched" group. When the timer hits zero, expired players respawn via a drop pod.

Progressive maps show several landing zones. Respawning players land at the nearest secure zone.

PICK-UPS

In Multiplayer mode the emphasis is on constant action, so instead of the salvage system, items are granted via pick-ups placed throughout the levels. Pick-ups respawn over time. To collect a pick-up, move over it and press the ⊗ button.

- **MEDI-PAK** — *Grants 1 medi-pak.*
- **AMMO** — *Grants 1 clip of specified ammo.*
- **GRENADE** — *Grants 1 of specified grenade type.*

OBJECTIVES

Each map has a preset overall objective: it could be defending ground for a set amount of time on Stronghold maps, or gaining a certain position on Progressive maps. In addition, mini-objectives (such as taking out all the Hoppas) provide short-term goals.

SCORING

All actions gain points. The highest scores per map are stored in the currently active profile. In split-screen mode, the scores of both player 1 and player 2 are saved in the same profile.

LAN

This is the same gameplay as the online Multiplayer mode games, but you're connected via a Local Area Network to up to 3 different PlayStation 2 systems, each running a **ROGUE TROOPER™** disc.

Local Area Network gameplay has the following requirements:

- *Each PlayStation 2 system must be connected to a network adaptor (for PlayStation®2) and its own television. The network adaptor (for PlayStation®2) must be connected to a LAN via Ethernet. Each PlayStation 2 system supports one player.*
- *One player must host the LAN game.*

credits

MANAGEMENT

Creative Director	Jason Kingsley
Technical Director	Chris Kingsley
Rebellion's Head of Programming	Kevin Floyer Lea
Head of Communication	Kristian Wendt

ROGUE TROOPER

From an original game design by	Michael Burnham and Tim Jones
Senior Producer	Michael Burnham
Assistant Producer	Scott Mackintosh
Code Lead	Morgan Parry
Code Team	Nick Davis Richard Fine Steven Humphreys Richard May Andrew McDonald
Asura and Support Programming	Kevin Floyer-Lea Mike Healey Kim Randell Richard Rice Andy Weinkove
Art Lead	Ben Flynn
Art Team	Alex Birtles Sam Grice David Kidd Dan Meeuws Ben Murch Ivan Pedersen Richard Whitelock Wiggz
Additional Art	Andy Brady Joe Gelder Alex Moore Dave Walsh
Lead Animator	John Nightingale
Animation Team	Mark Bradshaw Chris Bull Tim Doubleday Adam Murphy Diarmaid O'Connor,
Design Lead	Alex Moore
Design Team	Wayne Adams Andrew Crystall Andrew Haith John McCann Kevin Nolan Mike Rosser
Story and Script	Gordon Rennie
Audio	Tom Bible Jordan Pedder
English Vocal talents	Russell Bentley Rupert Degas Nigel Greaves Nick Haverson Emma Tate

SUPPORT

QA	Pawel Goleniewski Julian Hall Andy Pattinson Ian Tuttle
IT	Ed Duerr Dan Thomas
Finance	Neil Blackler John O'Brien

THANKS

Our thanks go to Gerry Finley-Day and Dave Gibbons who created the original Rogue Trooper comic and also to all the writers and artists that worked on Rogue Trooper over the years. Also our special thanks go to Emerson Best, John Cleasby, Risa Cohen, Aaron Guy, Tim Jones, Dominic Preston, Kathryn Symes, Jamie Sims, Ken Turner and all Rebellionites past and present.

2000 AD: Jonathan Oliver, Matt Smith, and the 2000 AD team.

AUDIO MOTION: Mick Morris, and the team.

SARASSIN LLP: Vincent Scheurer

NASA: NASA and the "Visible Earth" team and web page, who allowed use of their imagery as the basis of geological texture work. Use of this imagery does not imply endorsement.

OUTSOURCE MEDIA: Mark Estdale and team

MAIN FONT: Justin Callaghan

EIDOS UK

CEO	Jane Cavanagh
Commercial Director	Bill Ennis
Financial Director	Rob Murphy
Company Secretary	Anthony Price
Head of European Publishing	Scott Dodkins
Product Acquisition Director	Ian Livingstone
Worldwide CTO	Julien Merceron
Development Director	Darren Barnett
External Development Manager	Lee Singleton
Producer	Patrick Cowan
Designer	Anna Marsh
Brand Manager	Adrian Arnese
QA Manager	Marc Titheridge
QA Supervisors	Ian Rowsell
Lead QA	Germaine Mendes Richard Acherki Damian Bennett
QA Engineers	James Hinchliffe James Tripp Tim Dunn Femi Sani David Sangan Neil Delderfield David Klein Joseph Pirocco Jason Claridge Naomi Westlake Mattew Poon
Group Localisation Manager	Caroline Simon
Localisation Manager	Monica Dalla Valle
QA Localisation Supervisor	Arnaud Messager
Lead QA Localisation Tester	Pablo Trenado
QA Localisation Testers	Augusto D'Apuzzo Alessandro Marchesini Edwige Bechet Laetitia Wajnapel Tobias Horch Francisca Barcd
Technical Author	Tom Waine
Creative Manager	Quinton Luck
Creative Designers	Philippa Pratley Jodie Brock Gus Aliyu

EIDOS US

CEO & President, Eidos North America	Bill Gardner
Executive Vice President of Sales & Marketing	Robert Lindsey
Vice President of Legal & Business Affairs	James O'Riordan
Vice President of Finance	Malcolm Dunne
Vice President of Human Resources	Edie Dykstra
National Sales Manager	Joe Morici
Associate Marketing Manager	Mike Schmitt
Director of Public Relations	Michelle Seebach Curran
Public Relations Manager	Tali Fischer
Senior PR Manager	Oonagh Morgan
Online Community Specialist	Matt Dalghren
Channel Marketing Manager	Janty Sumimoto
Senior Channel Marketing Specialist	Ilana Budanitsky
Channel Marketing Project Manager	Diane Eng
Channel Marketing Coordinator	Rafal Dudziec
Director of Marketing Communications	Stephanie Lipetzky
Web Producer	Roderick van Gelder
Web Designer	John Lerma
Creative Services Project Manager	Eileen Buenviaje
Media Specialist	Micheal Tran
Graphic Designer	James Song
Event Specialist	Annie Meltzer
Music Licensing	Kevin Gill
Operations Manager	Gregory Wu
Senior External Producer	Nick Goldsworthy
Associate Project Manager	Clayton Palma
Associate Manager of Product Operations	Colby McCracken
Quality Assurance/Customer Service Manager	Mark Cartwright
Product Test Coordinator	Richard Hartzell
Assistant Product Test Coordinators	John Hayes, Clint Waasted
Quality Assurance Technicians	Nicholas Cooprider, Mackenzie Hume, Jeff Lowe, Dan Franklin, Erik Kennedy, Kip Ernst, Ergin Dervisoglu, Aaron Keillor, Richard Campbell, Stephen Cavoretto, Elizabeth Rutlin, Jason Johnson, Will Dimas
Special Thanks	Matt Gorman Hanshaw Ink & Image Jason Bergquist Susan Kwon Julie Spund Danny Jiang

troubleshooting

FIREWALLS
In order to join or host a **ROGUE TROOPER™** game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on port UDP 3658 to the IP address assigned to your PlayStation 2 system.

Note: Users using DHCP must ensure that their PlayStation 2 system is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the network adaptor start-up disc to ensure that forwarded data always gets to your PlayStation 2 system.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 system directly to your DSL modem, cable modem, or other broadband device.

STATUS
You can check the status of the game servers and read news about **ROGUE TROOPER™** by visiting **www.eidos.com**.

USB HEADSET
During gameplay, if your USB headset is plugged into your PlayStation 2 system but you are not able to chat with your opponent, your opponent may not have a USB headset connected to the PlayStation 2 system, or you and your opponent may have a low quality connection to each other.

CUSTOMER SUPPORT
For further questions, please visit **www.eidos.com** or contact Eidos Inc. Customer Support at (415) 615-6220, Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time.

ONLINE TECHNICAL REQUIREMENTS
Broadband access and the network adaptor (Ethernet/modem) (for PlayStation®2) are required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use. Go to www.playstation.com for Network Capabilities access terms and availability.

ONLINE FEATURES
THE ONLINE FEATURES OF THIS GAME ARE SUBJECT TO ACCEPTANCE OF ONLINE TERMS OF SERVICE. EIDOS RESERVES THE RIGHT TO CHANGE OR TERMINATE THE ONLINE FEATURES OF THIS GAME. EIDOS MAKES NO GUARANTEE AS TO THE AVAILABILITY OF THE ONLINE FEATURES FOR THIS GAME OR THAT THE EIDOS ONLINE SERVICE WILL BE UNINTERRUPTED OR ERROR-FREE. Please read the Eidos Online Terms of Service for full terms and conditions, a copy of which is available at www.eidos.com and in-game. Certain online features may be subject to payment of an additional fee.

RATINGS
The Game's content has been rated **T** for **TEEN** content. However, the content of the Game may change due to interactive exchanges between players in Online mode. Neither Eidos nor Sony Computer Entertainment accepts any responsibility for content which is external to the game itself. Please refer to the Terms of Service for further conditions of use relating to online play.

DNAS SYSTEM

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company.
A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS," visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc. This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect. For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

Register online at
www.eidosregistration.com

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

Uses Bink Video Technology. Copyright © 1997-2005 by RAD Game Tools, Inc.

Published in North America by Eidos, Inc., and published in the rest of the world by Eidos Interactive Ltd.